8+

#89470

MOVE MORE // BATTLE MORE!

VITAL HERO™

BATMAN

Instruction Manual

⚠**Warning**: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. **NOTE**: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures- Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio TV / technician for help. Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. CAN ICES-3 (B)/NMB-3(B).

Made in China

Actual size, colors, styles and decoration may vary.

Distributed by Bandai Namco Toys & Collectibles America Inc.,
23 Odyssey Irvine, CA 92618.
Phone: 949-553 8800

All DC characters and elements © & ™ DC. WB SHIELD: TM & © WBEI. (s23) ©2023 BANDAI

Each VHM Card works for one VITAL HERO device only
App and Device in English only

Li-ion

This product is powered with lithium-ion polymer batteries. Please follow your local district and area rules when discarding the product.

ENERGY PERFORMANCE VERIFIED
RENDEMENT ENERGETIQUE VERIFIE

Intertek
EP 5025280

BANDAI® MD

All DC characters and elements © & ™ DC. WB SHIELD: TM & © WBEI. (s23) ©BANDAI

●Images used in the instruction manual may not reflect the actual product. ●Sample images only.

⚠ Notice

Please read before use.

●The product is intended for ages 8 and older. Do not give the product to anyone below the specified age.

⚠ Caution

●Please read the instruction manual.
●Magnets are used on the product's electronic components. Please do not use the product with pacemakers.
●Do not stare on the LED screen or the flashing sensor lights for an extended period.
<Improper use of the device's batteries may lead to overheating, exploding, fires, and fluid leakage. Please read the following Caution content.>
●Do not short circuit the product under any circumstance.
●Do not leave plugged in for extended periods of time.
●Do not wet, place in fire, take apart, or solder the product.
●Do not place the product near open flames or charge/store, and store under extreme temperatures and conditions.
●Recharging only under adult supervision and never recharge the device unattended.
●Charge the product in a visible location and away from combustibles.
●Check the product and power cable before charging. Do not charge if the product or the power cable is broken or worn.
●Remove the power cable and stop use of the product if the product is hot, an unusual odor can be smelled, the product warps, smoke can be seen, or any other anomalies are detected while charging or using the product.
●Remove the power cable and stop use of the product if the product does not show that it is being charged, or the product does not charge after 4 hours of charging.
●Do not leave the power cable connected to the product after the product is charged.
●Do not wrap fingers with the power cable as it can strangle blood flow.

<Usage Warnings>
●Discard plastic packaging immediately after opening.
●Do not place the product on resin treated products such as sofas, seats, and tiles. Long-term exposure may discolor the product.
●Do not forcibly pull or bend moveable parts or attachments.
●The product is composed of various electronic components. Do not drop, wet, dirty, or dismantle the product. Do not use or store the product under extreme temperatures.
●Turn the power off and back on again if the product encounters an error.
●Use the power cable specific to the product. Do not use any other charging cable that was not packaged with product.
●Do not tug on the cord when removing the power cable as it can break or lead to complications.
●Do not use the product under cold temperatures. The cold may affect the battery, and prevent proper function of the product.
●We are not responsible for the loss of data from product usage.

What is the VITAL HERO?

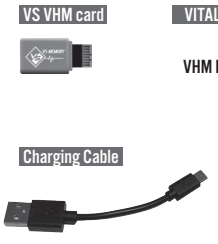
VITAL HERO is the interACTIVE device that allows you to train your character as you move. The VITAL HERO device senses your movements and activity as uses the data to power up each character inside the VHM card. The more you move, the stronger your character gets!

Table of Contents

1 Turning the Power On and Charging the VITAL HERO
2 Setting the Date and Time
3 Initial VHM User Registration
4 A character is Born
5 The Home Screen
6 Screen Information
7 Status Information
8 Character Information
9 Missions
10 Battles
11 Death and Injury
12 Power Up
13 Backup
14 Using the App
15 How to Use the VHM
16 Using the VS VHM
17 Settings

Content Description

VITAL HERO...1
VHM card...1
Charging cable...1
VS VHM card...1



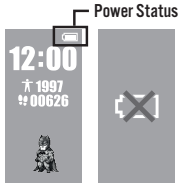
1 Turning the power on and charging the VITAL HERO

Push the power switch on the back of the VITAL HERO toward the "・" part until you hear a click.
*Do not look directly at the sensor light. It may damage eyesight and nausea/dizziness.

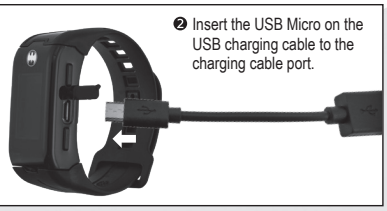
Please use the product after it has been fully charged.
When charging, please use the included charging cable.
The power may not turn on if the product has not been sufficiently charged.

How to charge the VITAL HERO

❶ Please charge the VITAL HERO if you notice that the power is low, or if the low power sign appears (as shown on the right).



❷ Insert the USB Micro on the USB charging cable to the charging cable port.



❸ Insert cable into your computer, or other USB port to charge VITAL HERO.

*Connect the USB charging cable to a PC or laptop.
Inappropriate use may lead to smoke, fire, and other hazards.
*Some USB charging ports may not work for the VITAL HERO.

❹ Remove the charging cable after the VITAL HERO is fully charged.

*Remove the charging cable immediately if the charging sign does not appear when charging, or the product does not fully charge after 4 hours.

2 Setting the Date and Time

①Press the Select Button to set the date and time.
②Use the Confirm Button to set the year, day, and time.

Use the Select Button to choose the "Year", and then press the Confirm Button to transition to the "Month" and the "Day". Use the Confirm Button to choose "OK" to transition to the time setting. Choose "NG" to return to the "Year" setting.

*You can cycle between "Year", "Date", and "Time" by holding down on the Select Button.
*Clock precision: approximately ±10 seconds daily.

3 Initial VHM User Registration

*The VHM registers the user information used within the VITAL HERO when initially inserted. Once used, the VHM cannot be used on other VITAL HERO devices.

Remove the VHM

Remove the VHM chip from the VHM card holder.

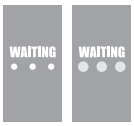
Insert the VHM

Insert the VHM into the VHM slot on the VITAL HERO.

*The VS VHM card is not used here.

Data transfer

The data stored within the VHM will copy the data into the VITAL HERO.
It will take approximately 50 seconds for the copying to complete.



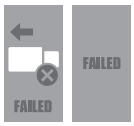
Transfer complete

Once the copy is done, the VHM's information will display.

Removing the VHM

Remove the VHM once the image on the right displays.

Error ①



The error shown on the left appears when the data is broken, or an unusable VHM is inserted.

Error ②

The error shown on the left appears when the copy fails. Remove the VHM, and then follow the instructions shown on the VITAL HERO to reinsert the VHM. This error will also appear when a VHM registered on another VITAL HERO device has been inserted.

Caution

*Use the VITAL HERO fully charged. Do not use the VITAL HERO on low power.
*Do not turn off the power while the VHM is inserted.
*Do not remove the VHM until notified as you may lose your character data.

4 A character is born

Wearing your VITAL HERO

Put the VITAL HERO on when the image on the right appears.

Loading data

Start reading data.

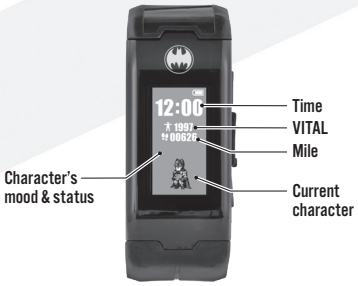
Birth of character

Once the data is read, your character will born.

Transition to the home screen

You will transition to the home screen where you can begin training your character.

5 The Home Screen

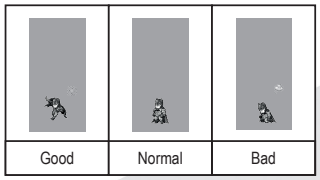


*Please note that the "Mile" noted refers to the "Milestone Point" gained from the number of steps taken.

Character's mood

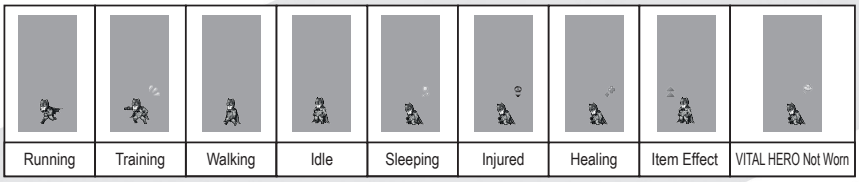
The character's mood is broken into 3 levels. The character's attack power during battle, and the amount of VITAL points you gain from exercise and training changes depending on the character's mood.

*The conditions required for the mood to change differs between characters.



Character's status

Your character's condition will change depending on your activity and Milestone Point.

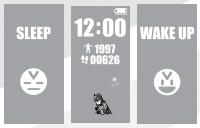


*The character will be idle when you are not exercising or having any major physical activity while you have the VITAL HERO on.

6 Screen Information

Press the Select Button to cycle through the icons. Press the Confirm Button to view details of the selected icon.

Sleep Mode — Character's Sleep Hours



Press and hold the "Select Button" and "Confirm Button" at the same time while on the Home Screen to make your character go to sleep.
Press and hold the "Select Button" and "Confirm Button" at the same time while the character is asleep to wake up your character.

*The character will not sleep on their own.
*The VITAL value does not change while the character is asleep.
*You cannot hold battles or take on missions while the character is asleep.
*The Power Up Timer will count while the character is asleep.
*Removing the VITAL HERO will not affect the VITAL value if the character is asleep.

It is recommended to charge the VITAL HERO while the character is asleep.

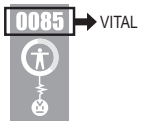
7 Status Information

Press the Select Button to cycle through the screen within the menu.

VITAL confirmation screen

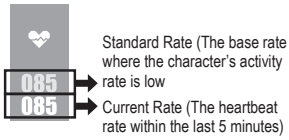
After the status confirmation screen, press the Confirm Button to check the VITAL value.

*The VITAL value changes depending on your "heartbeat", "Mile", and "battle results".
*How much your VITAL value increases depends on the character's mood.



Heartbeat confirmation screen

While on the vital confirmation screen, press the Select Button to check on your heartbeat rate.


085
085
Standard Rate (The base rate where the character's activity rate is low
Current Rate (The heartbeat rate within the last 5 minutes)

***The heartbeat rate is strictly a game based rate, and is not medically accurate.**
***Any heartbeat rate lower than "65" will be displayed as "65".**

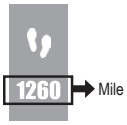
Calibrate base heartbeat rate

While on the heartbeat confirmation screen, hold down the Select Button and the Confirm Button to calibrate the base heartbeat rate. Your heartbeat rate is being updated when the image on the right is shown.

Mile confirmation screen

While on the heartbeat confirmation screen, press the Select Button to check on your Miles.

*The Miles is strictly a game based value, and is not accurate.



Return

While on the mile confirmation screen, press the Select Button to transition to the image shown on the right. Press the Confirm Button to return to the home screen.

VITAL

You can gain VITAL points from the increase of your heartbeat, the Miles detected, and your character's battle results.

*Your heartbeat is checked every 5 minutes. The VITAL value increases depending on your base heartbeat rate and your current heartbeat rate. The base heartbeat rate is different depending on the person as it is determined by that person's heartbeat rate.

*Any heartbeat rate lower than "65" will be displayed as "65".

*The heartbeat rate is strictly a game based rate, and is not medically accurate.

① **How does the effect of your Miles impact your VITAL value:** You gain 1 VITAL point for every 50 Miles.
*The amount of Miles you gain is checked every 3 minutes.

② **How does the effect of your character's battle results impact your VITAL value:** The amount of VITAL points you gain varies depending on the character's generation.

	Enemy character's Generation							
	PHASE3		PHASE4		PHASE5		PHASE6	
Your character's Generation	Victory	Defeat	Victory	Defeat	Victory	Defeat	Victory	Defeat
PHASE3	100	-80	500	-50	1000	-20	2500	-20
PHASE4	100	-150	300	-250	600	-50	1500	-80
PHASE5	50	-1500	100	-500	300	-250	800	-150
PHASE6	20	-2500	80	-1000	200	-400	500	-450

③ **The character's mood will add a correction value to the VITAL points gained.**

Mood	Good	Normal	Bad (Injured)
Correction Value	×2.0	×1.0	×0.5

④ **The maximum VITAL point that can be accumulated depends on the character's generation.**

Generation	PHASE3	PHASE4	PHASE5	PHASE6
Maximum value	2500	5000	7500	9999

*Up to 9999

■Your VITAL value will go down by 50 points for every 5 minutes the VITAL HERO is not worn.
*The VITAL HERO determines that it is not worn if the number of Miles gained is 30 points or less after 3 minutes and no heartbeat can be detected after 5 minutes.
■The VITAL value does not change while a character is being transferred between the VITAL HERO and a VS VHM card.

8 Character Information

Basic Information Confirmation Screen

While the character is displayed on the screen, press the Confirm Button to check the character's current state.

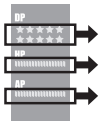
Name
Attribute
Days Raised

*Press the Confirm Button to check the current character's power up record.

*Character that have been saved in backup cannot be viewed through these steps.

Character status confirmation screen

While on the basic information confirmation screen, press the Confirm Button to check the character's status.



Character Power
Hit Points
Attack Power

*An example.

Battle results confirmation screen

While on the character status confirmation screen, press the Confirm Button to check on your character's battle record.

Win rate
Number of wins and total battles fought

Trophies confirmation screen

While on the battle results confirmation screen, press the Confirm Button to check on the number of trophies you acquired.

Number of trophies

Return

While on the trophies confirmation screen, press the Select Button to transition to the screen shown on the right. Press the Confirm Button to return to the home screen.

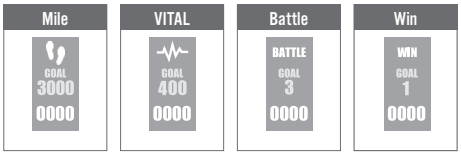
9 Missions

Missions are available when the character reaches its PHASE3 generation.

Normal mission

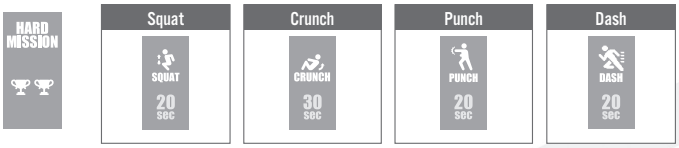
While on the normal mission screen, press the Confirm Button to check on the mission for that day.

*Only 1 mission can be done per day.
*The word "CLEAR" appears on the screen if the mission is cleared. The mission will be available when the date changes.



Hard mission

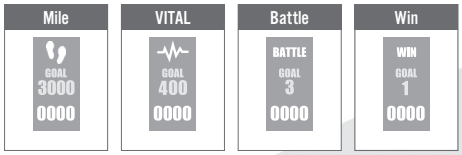
While on the normal mission screen, press the Select Button to switch to the hard mission screen. Select the mission and press the Confirm Button to take on the mission. Each mission has specific conditions such as time limits, goal amounts, and heartbeat rate goals that determine the number of trophies you can gain. "GOOD" will get you 1 trophy and "GREAT" will get you 2 trophies.



*You can challenge yourself with each mission once a day. Clearing a mission will bring up the next mission. Once all missions are cleared, they will become available again when the date changes.
*You can select "CRUNCH" after clearing "SQUAT". The missions will then move to "PUNCH" and then "DASH".

Special mission

While on the hard mission screen, press the Select Button to switch to the special mission screen. Special mission can be selected by using the app. For details on using the app, please see " 14 Using the App".



*The conditions for clearing the mission and the amount of trophies gained will vary depending on the app.
*You can transfer each mission category up to a maximum of 4 from the app to the VITAL HERO.
*If all 4 categories are cleared, the VITAL HERO will return to its normal state before communicating with the app.
*The app may change, update, or end its service at any time.

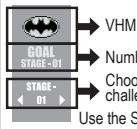
Adventure mission

Adventure mission has a set mile goal for each stage. You can face enemy characters in battle only after reaching the mile goal.

Adventure mission

While on the adventure mission screen, press the Confirm Button to move to the stage select screen.

Stage Select



VHM symbol
Number of stages to challenge
Choose the stage you want to challenge
Use the Select Button to select the stage.

Mission start

Press the Confirm Button to start the mission.

Mission mode

Mile goal
Current miles

The stage boss battle will begin when you reach the mile goal.

*See " 10 Battles" for details on how to battle.

Win or lose

One of the images on the right will appear depending on the battle result. The next stage is unlocked if your character wins. You will need to restart the stage if your character loses.

Stopping a mission

While in a mission, hold down on the Confirm Button to transition to the stop screen. Press the Confirm Button while on the stop screen to return to the home screen.

*The screen will go back to the mission screen if left untouched for 3 seconds.
*You can choose any of the stages you cleared in adventure mission if you decide to challenge yourself again after stopping a mission.

10 Battles

Battles are conducted by leaving the home screen on and then touching the VITAL HERO screen onto an NFC enabled device, or when challenging yourself in adventure missions (see 9 Missions).
*NFC enabled device: devices with card reading functions such as credit/debit card payment terminals, vending machines, other 'tap to pay' locations and most smartphones.
*Battles are available once the character reaches its PHASE3 generation.

Home screen

Touch an NFC enabled device while the home screen is on to battle.

Encounter

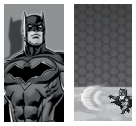
After encountering an enemy character, press either of the buttons to move to the battle screen.

Battle

Character's Hit Point gauge
Yellow: Your character's gauge
Red: Enemy character's gauge

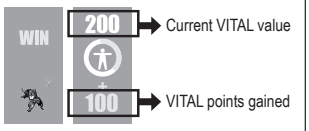
The battle is automatically conducted after encountering any random enemy character. The characters attack up to 5 rounds and whoever with the most HP after the last round wins.

Critical attack



the image above will appear immediately before a critical attack is used.
*The timing of when critical attacks are done varies depending on the character.

Battle Result



Current VITAL value
VITAL points gained

The results of the battle are displayed here. You can gain VITAL points if you are victorious.

Transition to the home screen

After battle, the screen returns to the home screen.

Escape

Hold down on the Select Button when the enemy character's image appears to escape from battle.

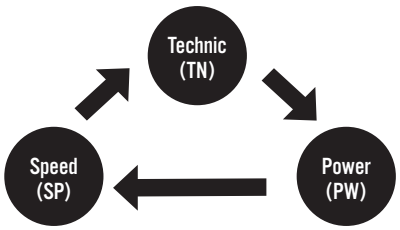
Losing in battle

Losing in battle will lower your VITAL value, and may injure or even lead to your character's death. For more details, please see " 11 Death and Injury".

The battle results are determined by your character's status, attribute, mood, and your VITAL value.

Status ..... Determines your character's hit rate.
Attribute ..... Applies a correction value based on the enemy character's attribute.
Mood..... Affects the character's attack power.
VITAL..... Affects the character's Hit Points.

Each character has an attribute.
The 4 Types are "Technic(TN)","Power(PW)","Speed(SP)",and"Free(Fr)".



*Above image shows a sample of attribute priorities.
*Characters classified as "Free (Fr)" do not have any strengths or weakness against the other attributes.

Caution

*Be careful of your surroundings when playing outside.
*Confirm that the NFC enabled device is working before touching the device. Please also confirm that the VITAL HERO has the home screen on.
*Some NFC enabled devices are not compatible with the VITAL HERO. Please try another NFC enable device if you encounter problems connecting.

11 Death and Injury

Healing injuries

Home screen

The image on the right shows the character injured. Characters may be injured when losing a battle.

Heal mode

You will need to place the character in "Heal" mode in order to heal its injury.

First injury.....10 minutes
Second injury.....30 minutes
Third injury.....60 minutes

The character will die if it loses 3 battles in a row while injured. The number of times the character is injured is reset when the date changes.

*You can remove the VITAL HERO without risk of the VITAL value going down while the character is injured.

Healed

The character will notify you with a sound when it is fully healed.

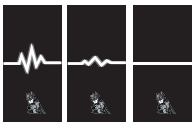
Transition to the home screen

Once healed, the screen will return to the home screen.

Character's death

Death notification

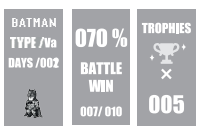
The character has died if the images on the right appear.



*The character will die if it loses 3 battles in a row while injured.
*The character will die if the VITAL HERO is left off for more than 24 hours.
*The countdown is paused and the character will not die, even after 24 hours have passed, if the battery dies or while the power is off.
*The next character will not inherit any of the previous character's VITAL value, Mile value, battle records, and trophies.

Result confirmation

Press the Confirm Button to move to the character's result screen.



Loading data

Start reading the data once you press the Confirm button.

Transition to the home screen

Your new character appears.

12 Power Up

The character will power up based on your VITAL value, trophies, win rate, and Power Up Timer.

VITAL

You can gain VITAL points through training and battles. Please see " 7 Status Information" to learn more about gaining VITAL points.

Trophies

Gain trophies by clearing missions. Please see " 9 Missions" to learn more about gaining trophies.

Win Rate

The win rate changes depending on battle results. Please see " 10 Battles" to learn how to battle.

Power Up Timer

The timing of when a character can power up varies depending on the character's generation.

*The character may power up into a different form depending on the VITAL value, trophies gained, and the win rate.
*The Power Up Timer will start counting from when the character power ups. If the character doesn't meet the requirements needed to power up when the time comes, the timer count resets to "0".
*The Power Up Timer varies depending on the VHM used on the VITAL HERO.
*The Power Up Timer doesn't not count while the character is sleeping.

Battles and missions can be done when the character reaches its PHASE3 generation.

*The chart below is a sample of how a Power Up Timer works.

Power Up Generation	Power Up Timer	
PHASE1	1h	
PHASE2	1h	
PHASE3	16h	
PHASE4	24h	
PHASE5	24h	
PHASE6	None	

13 Backup

How to Save Your character to Backup

When no data is found in backup

Confirm back up

Use the Select Button to choose either “OK” or “CANCEL”. The character to be saved is shown on the screen.

Back up in progress

The character is currently being saved to backup.

Complete

The save to backup is complete.

Transition to the home screen

You will return to the home screen once the character has been saved to backup.

When you already have a saved backup data & when you want to replace the backup data

Confirm backup status

The character saved in backup is displayed. Press the Confirm Button to move to the next screen.

Back up in progress

Use the Select Button to choose either “OK” or “CANCEL”. The character to be saved is shown on the screen.

Saving

The character is being saved to backup.

Complete

The save to backup is complete.

Transition to the home screen

You will return to the home screen with the character that was in backup replaced with your previous character now in backup.

*The flow above is replacing BATMAN with BATWING who is in backup.

*You can raise up to 2 characters in your VITAL HERO by saving one of the characters in backup.
*The character’s VITAL value, status, battle results, days trained, and trophies are also saved to backup.

14 Using the App

*The app may change, update, or end its service at any time.
*Follow the instructions noted below for proper use of the Vital Bracelet app.

Transferring data from the VITAL HERO to the app

App connection

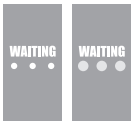
While on the app connection screen, press the Confirm Button to move to the touch screen.

Use the NFC

Prepare the app to receive the character from the VITAL HERO. Once ready, tap on the “TRANSFER” button in the app, and then move the smartphone’s NFC close to the VITAL HERO.

Waiting to connect

The waiting screen will appear once the VITAL HERO detects the app.



Transfer in progress

The character is transferring to the app.

Complete

The character has transferred to the app.

Transition to the home screen

You will return to the home screen once the character has transferred to the app.

Connection failed

The connection failed if the image to the right appears. Please start from the beginning again.

*Move your smartphone’s NFC close to the app when attempting to establish a connection.
*The location of the NFC differs depending on the smartphone.
*The connection takes 3 seconds, so please keep the VITAL HERO and the smartphone’s NFC close to each other.
*Each VITAL HERO can only be registered to a single app. If you would like to connect to a different app, the VITAL HERO will need to be reset (please see “ 17 Settings”).
*You can register multiple VITAL HERO devices to the same app.

Caution

*Use the VITAL HERO fully charged. Do not use the VITAL HERO on low power.
*Do not turn off the power while connected to the app.
*Do not move the NFC away from the VITAL HERO until notified as you may lose your character data.

Transferring data from the app to the VITAL HERO (return the saved character on the app)

App connection

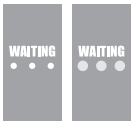
Go to the app connection screen.

Use the NFC ①

Prepare the app to receive the character from the VITAL HERO. Once ready, tap on the "VHM CARD CHECK" button in the app, and then move the smartphone's NFC close to the VITAL HERO.

Waiting to connect

The waiting screen will appear once the VITAL HERO detects the app.



Insert the VHM

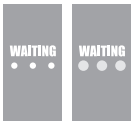
Insert the VHM into the VHM port on the VITAL HERO.

*The VS VHM card is not used here.
*Insert the VHM displayed on the app into the VHM port.

*Depending on the situation, you may not need to insert a VHM card.

Data transfer

The data stored within the VHM will copy the data into the VITAL HERO.
It will take approximately 50 seconds for the copying to complete.



Transfer complete

Once the copy is done, the VHM's information will display.

Removing the VHM

Remove the VHM once the image on the right displays.

App Connection

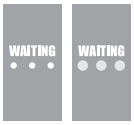
The screen will move to the app connection screen once the VHM is removed.

Use the NFC ②

Tap on the "VHM INSTALL CHECK" button in the app, and then move the smartphone's NFC close to the VITAL HERO.

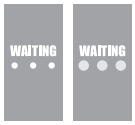
Waiting to Connect

The waiting screen will appear once the VITAL HERO detects the app.



Use the NFC ③

Confirm that the VHM displayed is correct. Tap on the "TRANSFER" button in the app, and then move the smartphone's NFC close to the VITAL HERO.



Transfer in progress

The character is transferring to the VITAL HERO.

Complete

The character has transferred to the VITAL HERO.

Transition to the home screen

You will return to the home screen with the character on screen.

Connection failed

The connection failed if the image to the right appears. Please start from the beginning again.

Caution

*Use the VITAL HERO fully charged. Do not use the VITAL HERO on low power.
*Do not turn off the power while connected to the app.
*Do not move the NFC away from the VITAL HERO until notified as you may lose your character data.

Download the app for your VITAL HERO!

Download on the App Store

GET IT ON Google Play

*Please connect using your subscribed Internet provider.
*The app may change, update, or end its service at any time.

15 How to Use the VHM *The VHM registers the user information used within the VITAL HERO when initially inserted. Once used, the VHM cannot be used on other VITAL HERO devices.

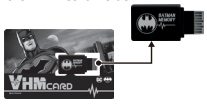
VHM CARD

VHM is a data memory drive that is used as an expansion for the VITAL HERO

Area Gain access to areas and missions
Character Gain access to the character data that lives within the area
Graphic Gain access to area graphics that are used as backgrounds

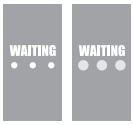
Caution
- *Use the VITAL HERO fully charged. Do not use the VITAL HERO on low power.
- *Do not turn off the power while the VHM is inserted.
- *Do not remove the VHM until notified.

Removing the VHM
Remove the VHM chip from the VHM card holder.



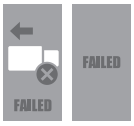
Insert the VHM
Insert the VHM into the VHM slot on the VITAL HERO while on the home screen.

Data transfer
The data stored within the VHM will copy the data into the VITAL HERO. It will take approximately 50 seconds for the copying to complete.



Transfer complete
Once the copy is done, the VHM's information will display.

Removing the VHM
Remove the VHM once the image on the right displays.

Error ①


The error shown on the left appears when the data is broken, or an unusable VHM is inserted.
*This error will also appear when a VHM registered on another VITAL HERO device has been inserted.

Deleting data

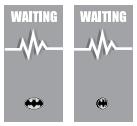
If there is no space available, you will be prompted to delete your character.

Error ②

The error shown on the left appears when the copy fails. Remove the VHM, and then follow the instructions shown on the VITAL HERO to reinsert the VHM.

Wearing your VITAL HERO
Put the VITAL HERO on when the image on the right appears.

Loading data
Start reading data.



Birth of character
Once the data is read, your character will born.

Transition to the home screen
You will transition to the home screen where you can begin training your character.

16 Using the VS VHM You can battle other VITAL HERO devices using the VS VHM card.

How to send your character ① (Saving to the VS VHM) *Sends the character on VITAL HERO A to the VS VHM.

Insert the VS VHM

Insert the VS VHM into the VHM slot on VITAL HERO A.

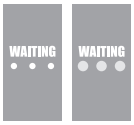
*The following steps can also be done on VITAL HERO B.

Saving to the VS VHM

The image on the right will appear when the VS VHM is inserted while the home screen is on.

Data transfer

The data stored within the VHM will copy the data into the VITAL HERO. It will take approximately 50 seconds for the copying to complete.



Transfer

The character is being transferred.

Transfer complete

The transfer is complete when the image on the right displays.

Transition to the home screen

The character's data has been saved to the VS VHM.

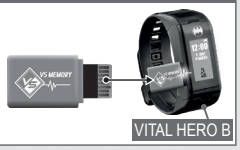
Error

The error shown on the right appears when the copy fails. Remove the VS VHM, and then reinsert the VHM.

How to send your character ② (Reading the VS VHM) *Used to battle the character in VITAL HERO B with the character in a VS VHM. The battle will display on VITAL HERO B.

Insert the VS VHM

After saving the character data onto a VS VHM as shown under "How to send your character ①", insert the said VS VHM into VITAL HERO B while the home screen is displayed.

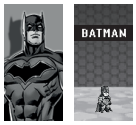


Reading the VS VHM

The image on the right will appear when the VS VHM is inserted while the home screen is on.

Battle

The character in VITAL HERO A that has been transferred to the VS VHM is inserted into VITAL HERO B to battle the character there. Please see "10 Battles" for more details on how to battle.



Error

The error shown on the right appears when the copy fails. Remove the VS VHM, and then reinsert the VHM.

Reading the win and loss data *The battle results for the character on VITAL HERO B will appear on screen.

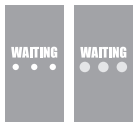
Battle result

The battle result appears as shown in the image above.

Result confirmation

The battle result will affect the VITAL value.
Win.....Gain VITAL points (left image)
Loss.....Lose VITAL points (middle image)
You can also gain bonus VITAL points (right image).

Reading the data



The VS VHM reads the battle result data.

Data save complete

The data has been successfully saved.

Removing the VS VHM

Please remove the VS VHM when the image above appears.

Transition to the home screen

Once the battle is over, you will be transitioned to the home screen.

Reinsert the VS VHM

The image on the right displays if the VS VHM is removed during battle. Please reinsert the VS VHM.

Your character returns *Remove the VS VHM, and insert it into VITAL HERO A.

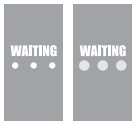
Please insert the VS VHM to the original VITAL HERO within 10 minutes after the battle is over to avoid loss of the character data.

Reading the VS VHM

Insert the VS VHM with the battle results back into the original VITAL HERO to display the image on the right.

Reading the data

The VS VHM reads the battle result data.



Welcome home!

Your character is being transferred.

Transfer complete

The transfer is complete when the image on the right displays.

Insert the VS VHM

Error

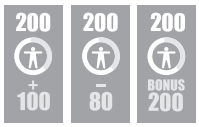
The error shown on the right appears when the copy fails. Remove the VS VHM, and then reinsert the VHM.

Battle result

The battle result appears as shown in the image to the right.

Result confirmation

The battle result will affect the VITAL value.
Win..... Gain VITAL points (left image)
Loss... Lose VITAL points (middle image)
You can also gain bonus VITAL points (right image).



Removing the VS VHM

Please remove the VS VHM when the image to the right appears.

Transition to the home screen

The character in the VS VHM will return to the home screen.

What happens if the VS VHM is inserted after 10 minutes has passed since the end of the last battle?

Detecting the VS VHM

Press the Confirm Button when the image on the right displays after inserting the VS VHM card back to the original VITAL HERO.

Error display

A time out screen appears if the VS VHM was inserted 10 minutes after the battle ended.

*The battle results will not save.
*Please be warned that you may also lose your character in process.

Caution

*Do not leave the VS VHM inserted in VITAL HERO A.
*After inserting the VS VHM to VITAL HERO B, do not remove and reinsert back to VITAL HERO B or to other unrelated VITAL HERO devices.
*The character may disappear from the screen if above noted cautions are done. The character will appear back on the screen before it was sent to battle after 10 minutes have elapsed.

Unlike normal character battles, the losing character is not injured in VS VHM battles.
You can gain bonus VITAL points battling in VS VHM battles. The amount you gain differs depending on your character's generation.
*The VITAL HERO will not detect Miles, heartbeats, detect VHM cards, or any other elements while in battle.

17 Settings

Setting the time

Please see "2 Setting the Date and Time" for more details.
*CAUTION: The Mile count is reset when the date or the time is changed.

Wallpaper

Use the Select Button to select the wallpaper you want to use. Press the Confirm Button to set the wallpaper.

Screen brightness

Use the Select Button to select and confirm the screen brightness. There are 5 levels of brightness to choose from.

Sound

Use the Select Button to select and confirm to turn the sound on or off.

Reset

Use the Select Button to reset your character back to its initial state. Please follow the screen guide.

*Your previous data/character will be lost after is has been reset.

Transition to the home screen

After moving to the image above, press the Confirm Button to return to the home screen.